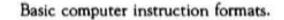
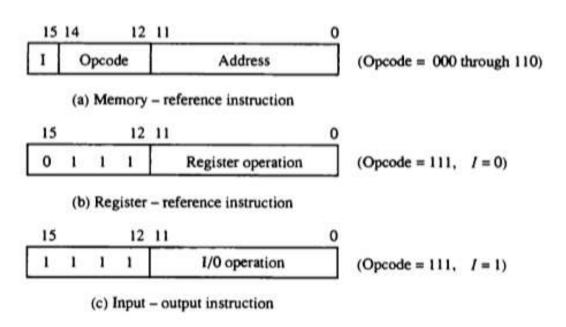
Computer Instructions

- The basic computer has three instruction code formats.
- Each format has 16 bits.
- The operation code(op-code) part of the instruction contains three bits and the meaning of remaining 13 bits depends upon the op-code encountered.



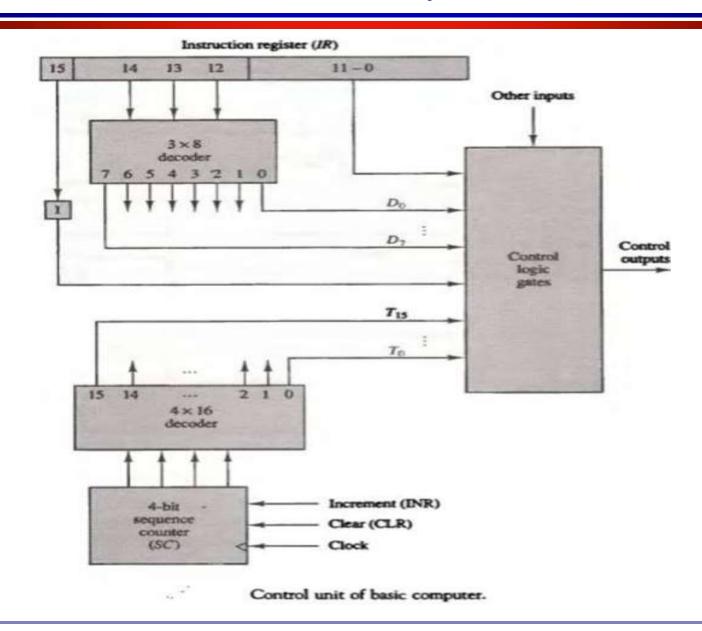


Computer Instructions/Instruction Set

Basic	Computer	Instructions
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	Hexadecimal code		
Symbol	I = 0	<i>I</i> = 1	Description
AND	0xxx	8xxx	AND memory word to AC
ADD	1xxx	9xxx	Add memory word to AC
LDA	2xxx	Axxx	Load memory word to AC
STA	3xxx	Bxxx	Store content of AC in memory
BUN	4xxx	Cxxx	Branch unconditionally
BSA	5xxx	Dxxx	Branch and save return address
ISZ	6xxx	Exxx	Increment and skip if zero
CLA	78	00	Clear AC
CLE	74	00	Clear E
CMA	72	.00	Complement AC
CME	71	00	Complement E
CIR	70	80	Circulate right AC and E
CIL	70	40	Circulate left AC and E
INC	70	20	Increment AC
SPA	70	10	Skip next instruction if AC positive
SNA	70	08	Skip next instruction if AC negative
SZA	70	004	Skip next instruction if AC zero
SZE	7002		Skip next instruction if E is 0
HLT	70	01	Halt computer
INP	F	300	Input character to AC
OUT	F400		Output character from AC
SKI	F	200	Skip on input flag
SKO	F	100	Skip on output flag
ION	F	080	Interrupt on
IOF	F	040	Interrupt off

- The program is executed in the computer by going thru a cycle for each instruction.
- In basic computer, each instruction cycle consists of the following phases:
- 1. Fetch an instruction from memory.
- Decode the instruction.
- 3. Read the effective address from memory.
- Execute the instruction.

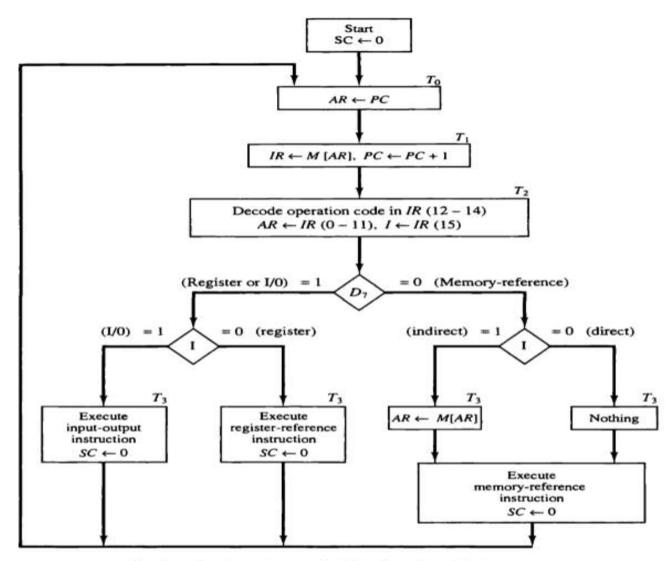


Micro-operations for fetch & decode

```
T_0: AR \leftarrow PC

T_1: IR \leftarrow M[AR], PC \leftarrow PC + 1

T_2: D_0, \ldots, D_7 \leftarrow \text{Decode } IR(12-14), AR \leftarrow IR(0-11), I \leftarrow IR(15)
```



Flowchart for instruction cycle (initial configuration).